# Amount of transfer and computaton overlap for each benchmark



**Type of overlap**
- CT, computation w.r.t transfer
- TC, transfer w.r.t computation
- CC, computation w.r.t computation
- TOT, any type of overlap

## GTX 960

Vector Squares — Speedup: 1.17x
B&S — Speedup: 1.33x
Images — Speedup: 1.55x
ML Ensemble — Speedup: 1.22x
HITS — Speedup: 1.13x
DL — Speedup: 1.34x

## GTX 1660 Super

Vector Squares — Speedup: 2.69x
B&S — Speedup: 1.66x
Images — Speedup: 1.35x
ML Ensemble — Speedup: 1.25x
HITS — Speedup: 1.18x
DL — Speedup: 1.54x

## Tesla P100

Vector Squares — Speedup: 2.55x
B&S — Speedup: 2.79x
Images — Speedup: 1.49x
ML Ensemble — Speedup: 1.25x
HITS — Speedup: 1.33x
DL — Speedup: 1.17x